Chocks Away

This new upgraded Mark II Chocks Away with supersmooth animation really is flight simulation the way you've always wanted it. It has everything for the beginner and the expert:

*Beautiful 256 colour graphics and 'nerve shattering' digitised sound effects

*Easy to fly, yet highly manoeuvrable bi-plane - ideal for all ages/skill levels

*Revolutionary 2 Player Option using split screen display. This allows 2 players to each fly their own planes simultaneously in practice, dogfights or missions

*Full joystick, dual joysticks, mouse and keyboard control options

*Amazing "Black Box Flight Recorder" included so that you can record your own flights and then save and replay them. 90 minutes of totally absorbing pre-recorded training flights are included with the game

*Internal/External views of your plane can be selected from front/rear/left/right

*Powerful 30mm cannon capable of very rapid fire and long range destruction

*Easy to read instrument panel and simple controls

*3 very varied immense maps to explore - approximately 18000 km^2 in total

*20 fascinating and varied missions of increasing complexity are included with a promotion system from Cadet right through to Marshal of the RAF

*Superb range of targets/enemies including bombers, triplanes, fighters, tanks, control towers, anti-aircraft guns, head quarters and patrol boats

Chocks Away Extra Missions

This consists of a new manual and a disc containing an additional 26 missions (6 of which are reconnaissance missions). It is loosely based on the original Chocks Away and features an extensive range of extra features and improvements. To run it you will require the MkII version of the original Chocks Away. Extra features include:

*16 new & detailed maps based over land & sea.

*20 enemy planes and 20 enemy targets are included in each mission. Over 1000 extra targets and planes have been carefully defined.

*Considerably improved action on all missions with plenty of targets to shoot at and plenty shooting at you.

*You can view the action from any of the enemy planes or targets and your own control tower at any time even while still controlling your own plane or watching a saved flight. There is a selection of tracking cameras (with adjustable zoom lenses!) around the playing arena. In addition a phantom plane can also be selected to follow the action on any of your black box flight recordings.

*Improved enemy pilots capable of performing loops, rolls, stall turns etc.. All enemy planes are carefully modelled using the same equations controlling your own plane. This ensures both an accurate and fair simulation.

*More enemy planes and targets to shoot including: Three Engine Fighters, Enormous Cargo Planes, Airships, Barrage Balloons, Gun Boats, Oil Tankers, Trains etc..

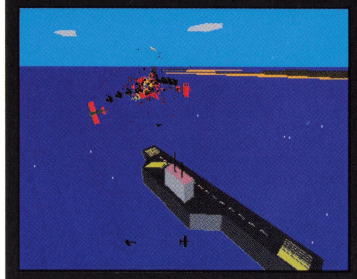
*Six reconnaissance missions where you are required to take photos of various installations with your new on board camera.

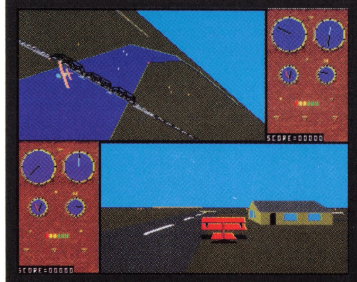
*Improved graphics over the 16 maps including Complex Cities, Houses, Railways, Roads, Rivers, Bridges, Lampposts, Railway Stations, Oil Rigs, Piers, Beachs, etc. to mention but a few. In total over 100 different graphics have been defined.

*Serial Port Link Up option so that you can link up 2 BBC A3000 or Archimedes computers and 2 pilots can fly simultaneously in full screen mode.

*Extensive enemy flak guns and improved enemy plane guns help make the new missions both more interesting and challenging to say the least!

*Improved digitised sound effects plus, of course, all the extensive options which are available with the original Chocks Away.





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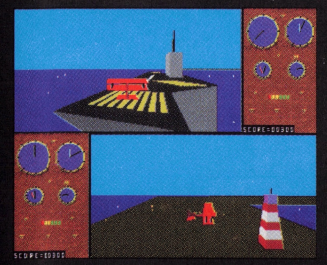
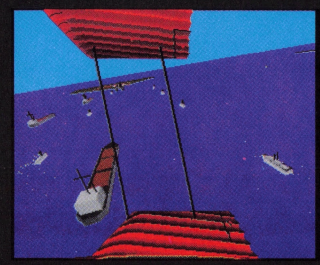
CHOCKS AWAY COMPENDIUM

All Acorn 32-bit RISC machines

Chocks Away Compendium





All Acorn 32-bit RISC machines including all A3000s, A3010s, A3020s, A4000s, A5000s & all Archimedes